STARFINDER SOCIETY

Invasion's Edge

SCENARIO: #1-03
LEVELS: 1–2

DISASTER AT DREAMLINK LABS

By Caryn DiMarco

AUTHOR
Caryn DiMarco

DEVELOPER
Jessica Catalan

ADDITIONAL DEVELOPMENT
Dustin Knight

EDITING LEAD
Solomon St. John

EDITORS
Zac Moran and Solomon St. John

SEASON COVER ARTIST
Kevin Sardinha

COVER ARTIST
Nicolas Espinoza

INTERIOR ARTISTS
Nicolas Espinoza, Wero Gallo, Johnny Marrow and Denis Medri

ART DIRECTION
Emily Crowell and Sonja Morris

GRAPHIC DESIGN
Danika Wirch

CONVENTION AND ORGANIZED PLAY MANAGER
Alex Speidel

CREATIVE MANAGER (STARFINDER)
Jenny Jarzabski

DIRECTOR OF NARRATIVE
Adam Daigle

ASSOCIATE PUBLISHER
Thurston Hillman

PUBLISHER
Erik Mona

HOW TO PLAY

PLAY TIME: 2-3 HOURS

LEVELS: 1-2

PLAYERS: 3–6

Paizo Inc.
15902 Woodinville-Redmond Rd NE,
Unit B
Woodinville, WA 98072-4572
paizo.com

Invasion's Edge

DISASTER AT DREAMLINK LABS

TABLE OF CONTENTS

Adventure 3
Organized Play. 13

GM RESOURCES

Campaign Home Page: starfindersociety.club
Books: *Starfinder Player Core*
Maps: *Starfinder Flip-Mat: Planetary Terrain Multi-Pack, Starfinder Flip-Mat: Space Station*
Online Resource: Starfinder Reference Document at paizo.com/sfrd

LEVEL AND DIFFICULTY

This scenario can be played by characters of 1st or 2nd level. The encounters in this scenario are designed for a group of six characters of 1st level. You can use the Adjusting Difficulty sidebars to make the adventure easier or harder, to accommodate groups of various sizes and levels. For more information, see the *Guide to Organized Play: Starfinder Society Second Edition* at https://lorespire.paizo.com/

SUMMARY

The PCs travel to Dreamlink Labs in the Gelid Edge to meet with Arta, an arcane researcher who claims to have made an important discovery regarding an Outer God called the Newborn. Upon arrival, it's clear the laboratory is under attack. To save Arta and her fellow researchers, the PCs battle raiders called the Ichorwells, resulting in a climactic battle within a dreamscape formed from an echo of the Newborn's thoughts.

DISASTER AT DREAMLINK LABS

By Caryn DiMarco

ADVENTURE BACKGROUND

When the nascent godling called the Newborn was birthed from the planet Aucturn in 324 AG, chunks of its planetary womb and embryonic fluids were cast across the Pact Worlds, showering the nearby planets of Apostae and Bretheda, and careening through open space. Most of this debris—called aucturnite—collected at the outer rim of the system, in a region known as the Gelid Edge. This forlorn field of ice and technomagical debris is a realm of occult horror and power, haunted starship wrecks, and untold danger, newly littered with aucturnite.

For all its dangers, the Gelid Edge is a frontier of new discoveries and forbidden knowledge, and many Newborn evangelists, anomaly hunters, and occult researchers have flocked to the region to learn its secrets. Among these reckless itinerants is **Arta** (inquisitive female damaya lashunta professor), a professor from Absalom Station's magical university, the Arcanamirium, and a devoted worshipper of the Newborn. Arta led a group of like-minded Newbornites into the Gelid Edge and established Dreamlink Laboratories, a research facility intent on studying aucturnite, theorizing that the Newborn's very essence, and therefore psychic thoughts and dreams, are imprinted on aucturnite at a molecular level. By cataloging and studying aucturnite, the scientists at Dreamlink Labs hope to learn more about their god's intentions and will.

Last month, Arta contacted the Starfinder Society, claiming she had made an important discovery but lacked the field experience necessary to safely perform a follow-up investigation. Venture-Captain Arvin dispatched a team of Starfinders to investigate.

Unfortunately, Dreamlink Labs has since become the target of the Ichorwells—roving orocoran raiders led by **Shosodax** (sadistic agender orocoran ichor raider). Desperate for aucturnite, which contains the black ichor they once consumed, the Ichorwells arrived mere hours before the Starfinders, raiding the lab and killing the Newbornites. Arta and a few of her colleagues escaped using an occult portal and remain under attack within an echo of the Newborn's dreamscape. It's up to the Starfinders to explore the devastated laboratory, find the remaining Newbornites, and save them from certain death.

GETTING STARTED

The adventure begins at the Lorespire Complex on Absalom Station, the Starfinder Society's primary base of operations, where the PCs are scheduled to meet Venture-Captain **Arvin** (friendly male damaya lashunta mentor). Arvin awaits their arrival in a comfortable meeting room. He beckons them inside, introduces himself politely, and asks them to be seated. Read or paraphrase the following to begin the briefing.

"Starfinders, thank you for coming," Venture-Captain Arvin says. With a gesture, the lights dim, and a holographic image of the Pact Worlds system appears above the conference room table. "I'm sure you've heard of Aucturn, a planet that orbited our sun until last year, when it hatched, birthing a godling called the Newborn. Turns out the planet was an egg." Arvin flicks his wrist and the hologram shifts. The furthest planet from the sun explodes, its debris scattering across the system, with most coming to rest at the ice field at the very fringes of the system—the Gelid Edge.

WHERE IN THE UNIVERSE?

This adventure takes place in Dreamlink Laboratories, an isolated lab in the Gelid Edge. Located at the fringes of the Pact Worlds, the Gelid Edge is an ice field riddled with debris, ruins of the planet Aucturn, and the embryonic byproducts of an Outer God's birth. Despite being a realm of occult power, haunted starships, and roving horrors, the Gelid Edge is a frontier of brand new discoveries and forbidden knowledge.

"It's not every day a new god emerges, and certainly not in our own backyard, so we aim to learn as much as we can. To that end, I'm dispatching you to Dreamlink Labs, a laboratory in the Gelid Edge operated by a woman named Arta. Arta is a professor associated with Absalom Station's premier magical academy, the Arcanamirium. She established Dreamlink Labs to study the remains of Aucturn, a material called aucturnite. She claims she's made an important discovery, but that she needs our help to perform a follow-up investigation."

"Your mission is twofold. First, I'd like to send a token of the Society's support to Arta—a sample of Aucturn's crust taken only hours before the Newborn hatched. Deliver this sample to Dreamlink Labs. Second, meet with Arta and see what she's up to. If her research seems credible, I'll work with her to plan next steps."

Arvin waves his arm, causing the hologram to vanish. "I've got a starship prepped and awaiting you in the hangar. But first, do you have any questions?"

A few questions the PCs are likely to ask are noted below, alongside Arvin's answers.

Can you tell us more about the Newborn? "The Newborn gestated within the planet Aucturn until multiple gods battled on Aucturn over its fate. In the aftermath, the Newborn hatched from its planetary womb and quite a few people chose to worship it. They say it's an outer god of birth, cosmic horrors, paradigm shifts, and renewal, but I don't know if that's what the Newborn is or what people choose to believe of it."

What is aucturnite? "Aucturnite is the dull yellow remains of the Newborn's planetary womb, the planet Aucturn. The substance is often found in a crescent shape. Not much is known about it at present."

What should we expect in Gelid Edge? "The Gelid Edge is a remote ice field on the edges of the Pact Worlds, which has always been dangerous and eerie, filled with occult magic, strange debris, and cosmic predators. Since the birth of the Newborn, the Gelid Edge has also become a hotspot for scientists, Newbornite worshippers, and raiders intent on profiting off them. Be careful."

Treasure: When the PCs are ready to depart, Venture-Captain Arvin gives them a foot-long glass canister that contains a greenish-gold material suspended in a murky liquid. Wisps of black fluid seep out from the edges.

This is the sample of Aucturn's crust for Arta. He additionally gives them one medpatch per PC.

Hero Points

The PCs can make any last-minute purchases they need before heading to the hangar to board a starship and begin their journey. Once the PCs have finished their preparations, remind them that they each have 1 Hero Point available.

REACHING THE GELID EDGE

In the Starfinder Society hangar, the PCs board *Zephyr Blue*, a starship well-suited for speed and exploration. The journey to the Gelid Edge through the Drift takes 1d6 days, adjusted by a DC 15 Piloting check to Plot Course (they can't critically fail on this check).

A Curious Anomaly

Midway through the journey, the starship's proximity sensors blare alerts as a large structure appears out of nowhere. The structure is visible out the starship's viewport and on its scanners; it looks artificial and alien, of a style unlike any starship or space station the PCs have seen before.

A PC that succeeds at a DC 16 Perception check or a DC 14 Computers check determines the structure has a conical main section punctuated with spires—or perhaps tendrils—that shift randomly across its surface and are suffused in an otherworldly green-blue glow. A PC that succeeds at a DC 15 check to Identify Magic determines the structure has an occult magical signature.

Just as swiftly as it appeared, the structure vanishes into the Drift.

Signs of Strife

On the last day of the journey, the PCs receive a message over the comms.

"This is an automated emergency message from Dreamlink Laboratories. We require urgent assistance! Navigation information encoded. I repeat. This is an emergency message from Dreamlink Laboratories. We require assistance!"

The message's metadata indicates it was sent 17 minutes ago across all available channels. If the PCs broadcast a reply, they do not receive a response.

If the PCs critically succeeded on their previous check to Plot Course, they arrive in under an hour and gain a +1 circumstance bonus to Initiative checks throughout this adventure. If they succeeded, they arrive in an hour. If they failed or didn't attempt a check, they arrive in two hours, take a –1 circumstance penalty to Initiative checks throughout this adventure, and the scientist hiding in area **A6** is dead, having been found and killed by raiders.

ARRIVAL

The Dreamlink Labs space station is still transmitting its emergency message when the PCs arrive. PCs who hail the station get no response. The PCs can dock at the station with ease.

A PC that succeeds at a DC 14 Computers check to run a preliminary scan of the station determine it's structurally unharmed and both life support and artificial gravity are operational. A PC that succeeds at a DC 15 Perception check spots a small, bug-like black shuttle clinging to the bottom of the station's hull. If the PCs choose to investigate, proceed to **Ichorwell Shuttle** below. Otherwise, proceed to area **A** on page 6.

Ichorwell Shuttle

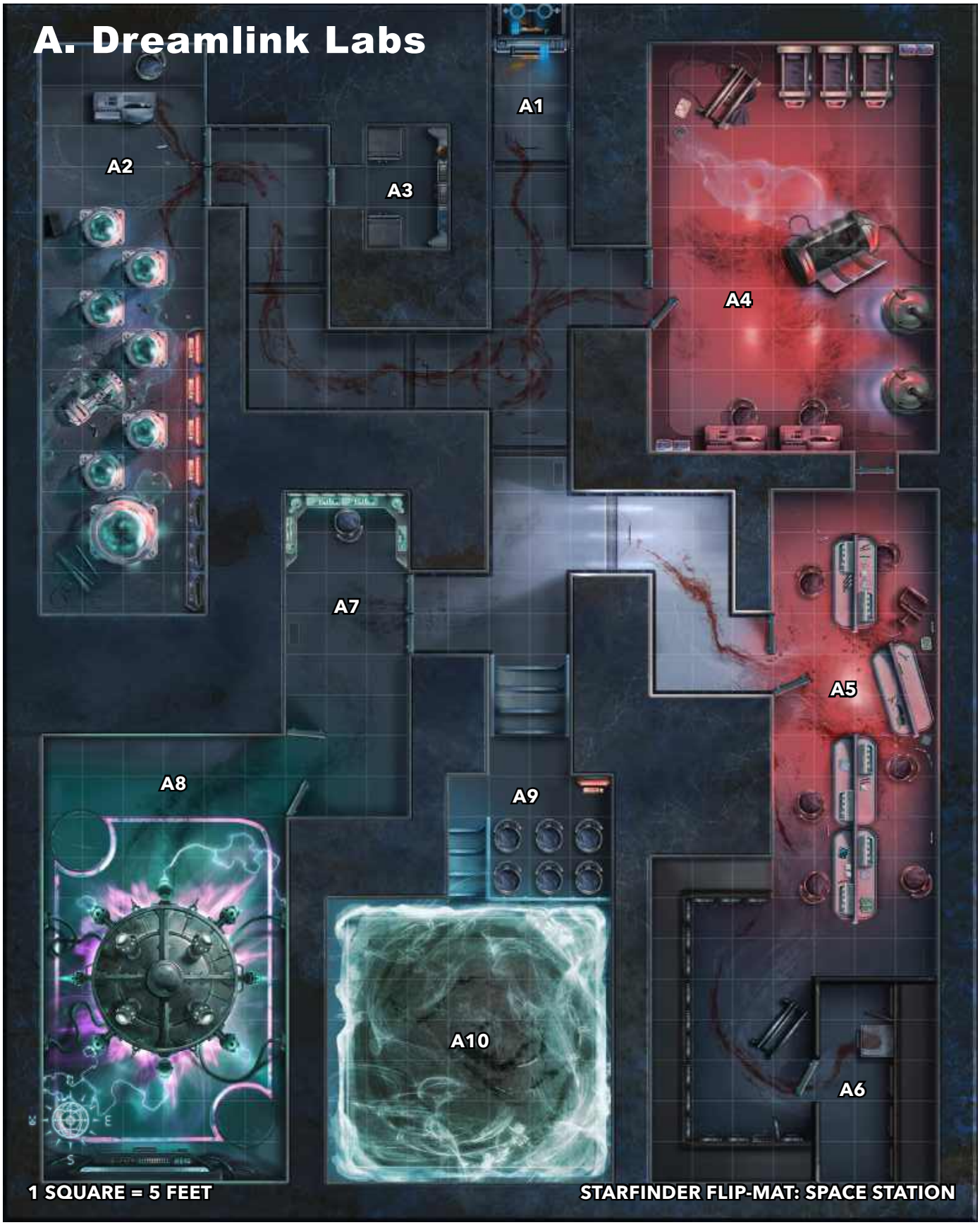
The shuttle clinging to the underside of Dreamlink Labs latched onto the station's exterior and burrowed through the hull. If the PCs activate their armor's environmental protections and exit their starship, they can spacewalk over to the shuttle to further investigate. With a short examination, they discover the seal between shuttle and station is airtight, and the secondary entry hatch into the shuttle is locked.

The PCs can open the hatch by succeeding at a DC 15 Computers check to Hack, a DC 14 Thievery check to Pick a Lock, or a DC 17 Athletics check to Force Open. The PCs can retry this check, but after the first failed check the shuttle's security systems activate, increasing the DCs of all checks inside the shuttle by 1.

Sickly green lights inside the shuttle illuminate an interior made of an oily black material. From inside, it's clear the shuttle latched on to Dreamlink Labs with a mechanized array modeled after insectoid legs. The shuttle's maximum capacity is six.

The PCs can attempt the following checks to learn more about the ship and its owners.

- **Computers (DC 15):** The shuttle originated on the planet Aucturn.
- **Crafting (DC 14):** The seats are adjustable, capable of seating occupants in a bipedal or quadrupedal arrangement. A kennel suggests the occupants kept a live animal on board.
- **Piloting (DC 15):** The shuttle is not intended for extended travel. It's occupants likely need to dock frequently at another starship or space station to survive.


A. Dreamlink Labs
A1
A2
A3
A4
A5
A6
A7
A8
A9
A10
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: SPACE STATION

- **Perception (DC 15):** A cabinet holds mostly liquid food, including bulbs filled with viscous black fluid. The bulbs don't have any noticeable openings or labels.
- **Nature, Medicine, or Religion (DC 16):** The black liquid in the bulbs is ichor found on the former planet of Aucturn. When ingested, it acts as an addictive hallucinogen and provides no nutritional value.
- **Society (DC 16):** All text inside the ship is written in Aklo. (PCs who are fluent in the language automatically succeed at this check).

Treasure: Discarded under one of the shuttle chairs, the PCs find two *jump spell amps*.

Developments: The PCs can exit the shuttle directly into Dreamlink Labs, crawling through debris and a maintenance shaft before emerging through a floor panel into area **A2**.

A. DREAMLINK LABS

Dreamlink Labs has been attacked by the Ichorwells, orocoran raiders desperate for aucturnite. The station has normal atmosphere, standard gravity, and is currently illuminated with dim emergency lighting. Read or paraphrase the following the first time the PCs enter Dreamlink Labs, regardless of entry method.

Dreamlink Labs holds no signs of life, but many of turmoil. An automated warning plays on repeat, "A level one security alert has been triggered. For your safety, please proceed to the evacuation shuttles on the lowest level." Judging by the damaged walls and blood-splattered floor, this warning came too late...

Use the map on page 5 for this area. If the PCs entered after docking, they emerge in area **A1**. If the PCs entered through the Ichorwell shuttle, they emerge in area **A2**.

A1. Laboratory Airlock

This airlock is closed and isolates the laboratory level of Dreamlink Labs from the rest of the station. Blood streaks the floor and acid burns scar the walls.

If the PCs entered Dreamlink Labs from their starship, they walk down a pristine hall and past a deactivated elevator before entering area **A1**, where it's clear something bad has occurred.

Further down the hall, the PCs discover the corpse of a human man. A PC that examines the corpse determines they're a scientist who died when an acidic substance stuck them in the back.

A2. Extraction Lab

This long laboratory is dimly illuminated by red lights flashing on some material analysis instruments lining the wall. Blood streaks the floor, pooling below the corpse of a lashunta scientist. Reinforced storage canisters of varying sizes fill the lab. One is knocked over and a blue-purple gas seeps from a crack in its glass.

Arta and her team used this lab to study the strange magical effects caused by aucturnite and other byproducts of the Newborn's birth. A PC who examines the corpse notices it's a lashunta man covered in strange bite marks, perhaps from a dog-sized insect.

RAISING TENSION

GMs can introduce the following events and details to ramp up the tension while PCs are in exploration mode.

Shadow: A PC catches movement out of the corner of their eye, but investigation reveals no one is there. Whatever they saw left no tracks, traces of magic, or other detectable signs.

Disappearance: The rearmost PC vanishes suddenly. 30 seconds later they reappear, unaware they were missing at all.

Ichor Droplets: A tiny globule of black ichor hovers in the air. If touched by a PC, the droplet disappears as if it never existed. Regardless of how they touched the droplet, the PC's hands (or similar appendages) are stained black for 1 week.

Echo: A distant scream reverberates through the ship. Or did it? Roll 1d4 for each PC to determine who heard it (1–2) and who did not (3–4). PCs who heard the scream do not agree which direction it came from.

The intact storage cannisters are empty. The material analysis instruments show their work cycle was disrupted partway through and the material inside removed.

One of the functioning material analysis instruments holds a two-inch long, diamond-shaped shard of purple crystalline material. A handwritten note taped to the control panel reads "Please return shards after you exit the dreamscape!" The PCs can use these shards in area **A10** to reach area **B**.

Hazards: Any PC who comes within 10 feet of the destroyed cannister must succeed at a DC 15 Will save or experience vivid hallucinations for 1d10 minutes. Below are some scenes PCs might hallucinate:

- In a blink, the PC is caught in a vortex of purple clouds. They feel a moment of fear which quickly softens into gratitude. They're cradled in a cocoon of peace, happiness, and solitude.
- Instead of a spaceship, the PC is on the surface of a planet. Chalky soil crumbles beneath their feet, and ahead, a mountain that looks like a mound of flesh juts into a sky of yellow-green clouds. The ground throbs with a constant thump-thump-thump reminiscent of a heartbeat.
- Two individuals wearing protective gear stand near one of the material analysis instruments along the wall. One holds a frozen black chunk in gloved hands which lets off steam as it rapidly melts. The other opens a cannister so the chunk can be placed inside.
- The PC feels lethargic and comfortable, drifting in an endless sea of gentle emptiness. There is nothing, no thoughts and no self, until there is something. Tiny, feather light touches spread warmth here and there across their body, like a soothing massage. Voices sing sweet songs, lulling them deeper into sleep with every uttered, incomprehensible lullaby. No, not a lullaby—a dirge! A draining, soul-

sucking dirge. The prodding warmth turns into sharp pain. Something is wrong—has been wrong for a very long time! The PC awakens with a cry, fighting for life. Struggling to be born. There's a flash of colors, more sharp pain, and the cry of multitudes. Then, life.

A3. Storage

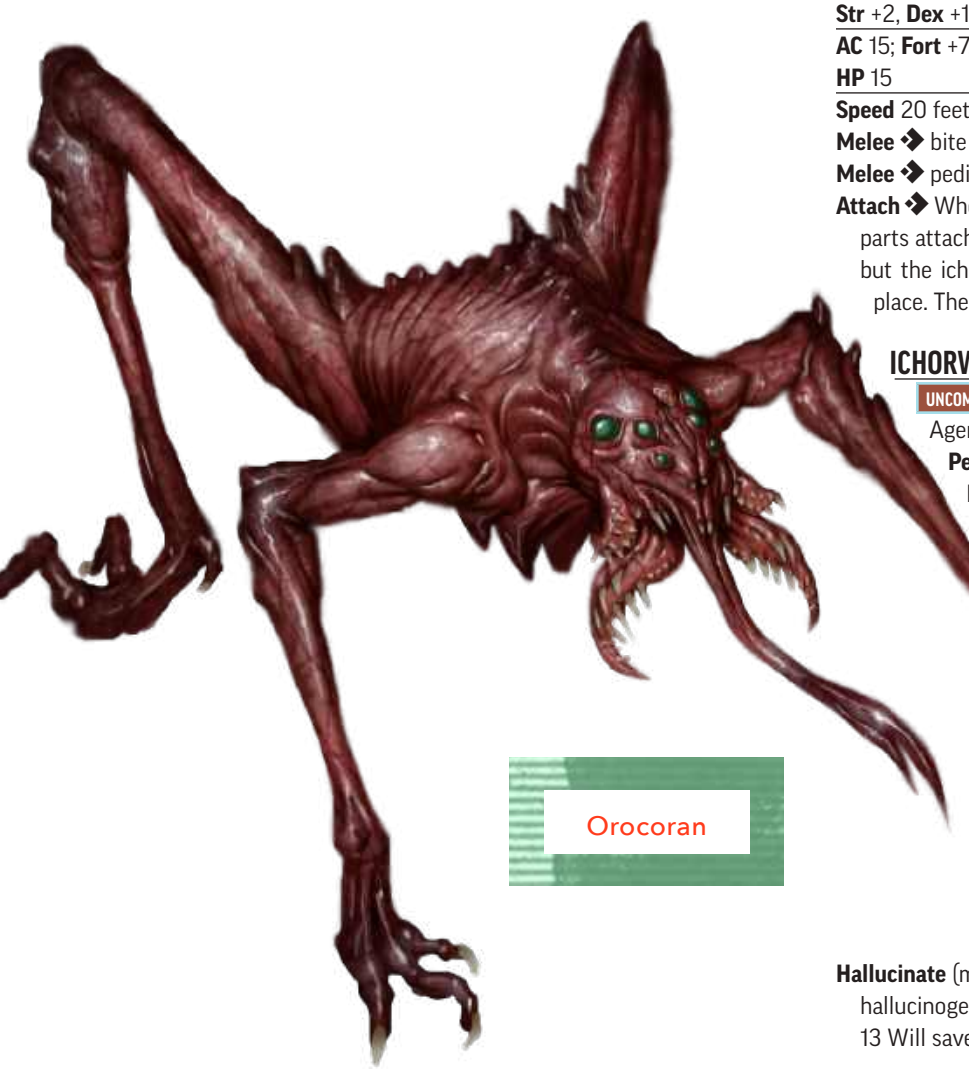
This storage room has been thoroughly ransacked, with only mundane supplies remaining.

Treasure: A PC that succeeds at a DC 15 Perception check to Search this room discovers a commercial medkit, sprayflesh, and a *cellular stimulant spell amp*.

A4. Equipment Staging Low

This room is a mess—equipment is knocked over and smashed, cupboards emptied, materials scattered on the floor, and crates ripped open and rummaged through. The corpses of two shirrens lay dead on the ground, improvised weapons close at hand.

Creatures: An Ichorwell is searching this room for more aucturnite, accompanied by their pet ichor mites. The ichor mites attack the PCs in melee while the orocoran handler attacks from afar using their projectile vomit or by casting *daze*. All combatants are willing to leave the room to follow (or maneuver around) the PCs. The handler (who, as an orocoran, resembles a wingless, four-limbed mosquito with a long, sharp-tipped proboscis) fights to the death, but the ichor mites flee when reduced to 4 Hit Points or less if their handler is dead.



Orocoran

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **A4** by making the following changes.

Easer: Remove one ichor mite from the encounter.

Harder: Add one ichor mite and one Ichorwell handler to the encounter.

ICHOR MITES (2) CREATURE 0

UNCOMMON SMALL ANIMAL

Perception +5; darkvision, scent (imprecise) 30 feet
Skills Athletics +6, Stealth +5, Survival +5
Str +2, **Dex** +1, **Con** +3, **Int** –5, **Wis** +1, **Cha** –4

AC 15; **Fort** +7, **Ref** +3, **Will** +3
HP 15

Speed 20 feet, climb 20 feet
Melee ❖ bite +6, **Damage** 1d6+2 piercing plus attach
Melee ❖ pedipalp +6 (agile), **Damage** 1d4+2 slashing
Attach ❖ When the ichor mite bites a creature larger than itself, its mouth parts attach it to that creature. This is similar to Grabbing the creature, but the ichor mite moves with the creature rather than holding it in place. The ichor mite is off-guard while attached.

ICHORWELL HANDLER CREATURE 0

UNCOMMON MEDIUM ABERRATION

Agender orocoran
Perception +5; darkvision
Languages Aklo, Common; telepathy 60 feet
Skills Acrobatics +7, Nature +5, Stealth +7, Survival +5
Str +1, **Dex** +3, **Con** +2, **Int** –1, **Wis** +1, **Cha** +2

AC 15; **Fort** +4, **Ref** +9, **Will** +3
HP 20; **Immunities** confused; **Resistances** mental 2

Speed 25 feet
Melee ❖ proboscis +5 (finesse, grapple, reach 10 feet), **Damage** 1d6+1 piercing
Ranged ❖ projectile vomit +7 (range increment 30 feet), **Damage** 2d4 acid plus hallucinate
Occult Innate Spells DC 16; **2nd** *augury*; **Cantrips (1st)** *daze*
Hallucinate (mental) An Ichorwell handler's stomach fluids are laced with hallucinogens. A creature hit with projectile vomit must succeed at a DC 13 Will save or be confused for 1 round.

Treasure: After defeating these enemies, the PCs find two sacks filled with aucturnite and other stolen goods, and two vials of dreamlink serum (see chronicle sheet).

A5. Researcher Workspace

Eight workspaces, each equipped with a computer, take up most of the space in this room. The desks hold items including family photos, sealed beakers with neon liquids, and a tardigrade plushie.

PCs who interact with the computers or read the scientists' notes, learn this lab was dedicated to studying the psychic properties of Aucturn's remnants via hands-on experiments. One researcher detailed a vision in which one of the midwives urged him to seek out the Azlanti Star Empire. Another describes a hallucination where she was stranded on a floating platform atop a purple cloud. She was with someone she didn't know—and the description of the individual is an exact match for one of the PCs.

Developments: A small refrigeration chamber under one of the desks holds a perfect cube of aucturnite. The PCs can use this cube in area **A10** to reach area **B**.

A6. Supply Room

Mundane supplies are stored on the shelves and lockers that line this room. A scientist named **Tadasi** (cooperative female skittermander researcher) is hiding in one of these lockers, shaken from the attack. She crawls out when she sees the PCs and launches into discussion.

Note that if the PCs failed their check to Plot Course at the beginning of the adventure, Tadasi has already been found and killed by the Ichorwells. In this instance, Tadasi's corpse lays on the floor, half sticking out of the locker. Her body is partially drained of blood and her fur is matted with an oily black substance.

"Is it safe?" the skittermander scientist asks, glancing around nervously. "Oh, thank the Newborn you've gotten our distress signal. I thought we'd die out here for sure! I was just on my way back from the equipment room when I heard Zane say something about raiders, so I figured someone should sound the alarm. I got that done right away and then I ran in here to hide. I heard all kinds of stomping and screaming and other horrible noises! I've been so scared!"

Tadasi is thrilled to answer any questions the PCs care to ask her. Some likely questions and her answers are noted below.

Who attacked you? "Some sort of insects, I think. I only barely saw one of them! Hmm... I swear I heard strange voices, too..."

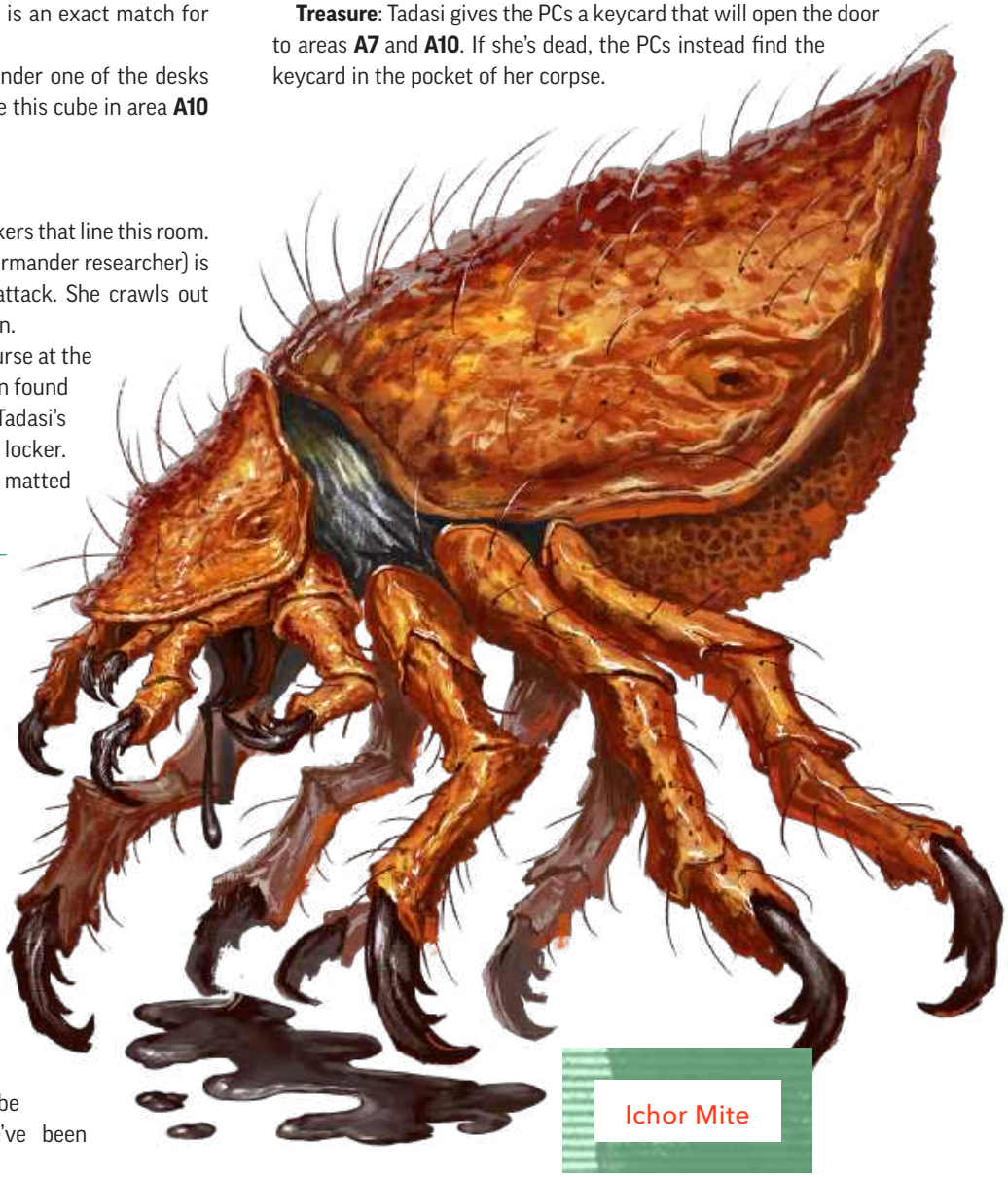
Why are they after you? "I don't know! Maybe they're after our research. The aucturnite we've been working with is powerful stuff."

Where is everyone? "There were ten of us in the labs. Arta was our leader—have you seen her yet? She's a lashunta with gray skin and shoulder-length dark hair. Anyway, she's a follower of the Newborn and invited the rest of us to work with her. I think I heard her and some of the others running toward the combination laboratory. Maybe they managed to hide in a dreamscape, because the attackers wouldn't know you need psychic shards and an aucturnite anchor to open it! Oh, I hope they got in there okay!"

What were you researching here? "When the Newborn hatched, remnants of Aucturn were left behind. They have so many interesting properties! Some of aucturnite is organic matter, some of it is frozen ichor, and some is psychic energy that we've been able to distill into shards. Arta theorized that if we combine it just right, we can access the psychic dreams the Newborn hid inside. Neat, huh?"

Tadasi can also explain where the PCs can find the psychic shards and aucturnite anchor, and how to operate the combination laboratory.

Treasure: Tadasi gives the PCs a keycard that will open the door to areas **A7** and **A10**. If she's dead, the PCs instead find the keycard in the pocket of her corpse.



Ichor Mite

A7. Security

The security room is locked and can be accessed by Tadasi's keycard (area **A6**). The PCs can bypass this lock if they succeed at a DC 14 Computers check to Hack, DC 15 Thievery check to Pick a Lock, or DC 16 Athletics check to Force Open.

Dreamlink Labs is equipped for handling highly sensitive and dangerous materials. The security room holds the controls for the ship's security systems and the magical sensors that monitor the labs.

A PC that succeeds at a DC 15 Computers check to Hack gains partial access to the security system and can view footage of the raid, which includes the following events.

- Strange creatures (some walking bipedally and some running on all fours) swarm in from a shuttle latched onto the underside of the hull, emerging into a lab (area **A2**) and spreading through the facility. (These are orocoran raiders known as the Ichorwells).
- After a short struggle where many of the scientists are killed, the rest of the scientists retreat to a lab at the back of the ship (**A9**) pursued by a team of raiders.
- The leading scientist interacts with a strange device as their colleagues and the raiders pour into the room after them—and then all parties disappear.
- The orocorans who remain in the laboratory begin to loot the labs, accompanied by their insectile pets (area **A4**).
- Elsewhere, a stray skittermander scientist triggers an emergency broadcast and hides in a locker (area **A6**).

Shosodax

Magical sensors track the status of all equipment and experiments in this laboratory. A PC that succeeds at a DC 15 Arcana, Nature, Occultism, or Religion check can interpret this data. On a success, they receive error alerts from the broken equipment and interrupted processes in the extraction lab (**A2**), determine the anchor refrigeration module remains secure (**A5**), and notice an anomaly in the combination lab (area **A10**).

A8. Power Core

The power core in untouched and operating normally.

A9. Observation Room

The corpse of a female ysoki is sprawled across the stairs leading into this room. At the top of the stairs is an observation room overlooking the combination lab (area **A10**), which is empty except for a strange device in the center.

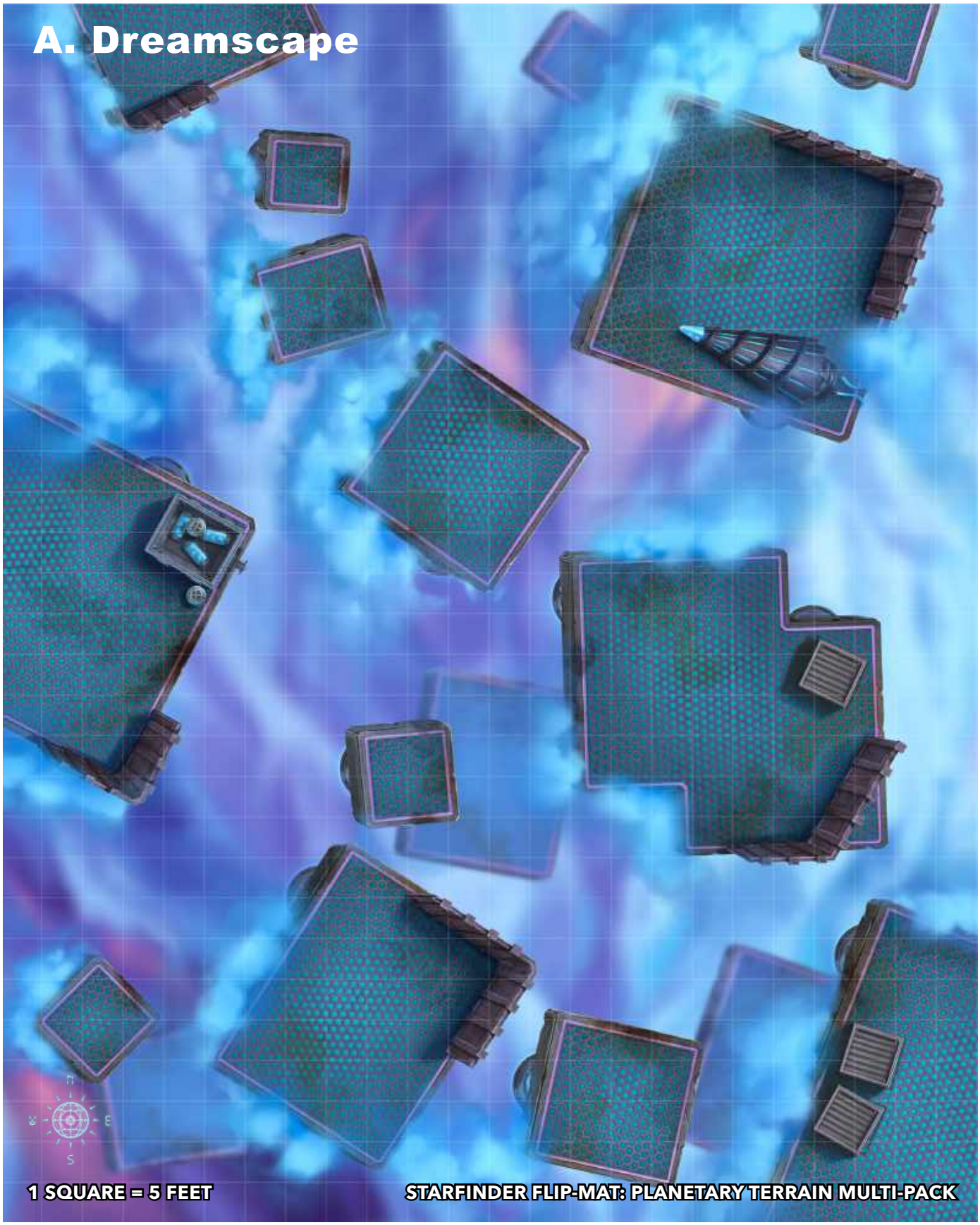
A10. Combination Lab

The combination lab is locked and can be accessed by Tadasi's keycard (area **A6**). The PCs can bypass this lock if they succeed at a DC 14 Computers check to Hack, DC 15 Thievery check to Pick a Lock, or DC 16 Athletics check to Force Open.

A strange magitech device occupies most of the room. Two receptacles on the front are clearly made to hold objects: one a diamond-shaped divot meant to hold something small (a psychic shard from area **A2**) and the other an inset square coated with black residue (the cube of aucturnite from area **A5**).

When the PCs approach the device, they experience flashes of visions. Some look down to find they are standing in a blue-purple cloud of gas; others see one of the invading orocorans running at them. Some PCs get auditory hallucinations: screams, or a strange ringing that induces a temporary sense of vertigo. A PC that succeeds at a DC 15 check to Identify Magic determines they're experiencing the edges of an active psychic dreamscape occupied by living creatures.

Development: If the PCs place a psychic shard and a cube of aucturnite into the machine and click the start button, they access the dreamscape and enter area **B**. If asked, Tadasi can show the PCs how to use this device.


A. Dreamscape
1 SQUARE = 5 FEET
STARFINDER FLIP-MAT: PLANETARY TERRAIN MULTI-PACK

B. DREAMSCAPE MODERATE

When the PCs activate the device in the combination lab, the silence becomes so oppressive their ears start to ring. It feels as though the gravity in the room is slowly decreasing, and the lights flicker.

One second, the PCs are in a laboratory; the next, they're standing on a platform that's suspended amid blue clouds and a purple atmosphere. A loud scream draws their attention across the dreamscape, where they see Arta and three other scientists trying to maintain a psychic shield against their attackers. As the PCs watch, one of the orocorans stabs the shield with is proboscis and a crack radiates out from the point of impact. Use the map on page 10 for this encounter. The scientists are on the northwest platform, surrounded by orocoran raiders. Shosodax (see Creatures) begins on the large northeast platform. The PCs begin on the southeast platform.

Environment: Nothing in the dreamscape is quite solid, but it's not unsolid, either. Creatures can traverse the platforms and dream cloud alike, though the clouds are difficult terrain.

Hazards: The psychic dreamscape is unstable: its contents shift randomly as it tries to keep itself together. Arta can use the instability to keep the raiders away from her team. At the end of each round, she uses the Influence the Dreamscape action two times on the nearest raiders (assume a success on her roll). After seeing her attempt the action, the PCs gain access to it.

INFLUENCE THE DREAMSCAPE ❖

RARE CONCENTRATE

You attempt a DC 14 Occultism check, a DC 15 Arcana, Nature, or Religion check, or a DC 17 Performance or Thievery check to transport one target (which can be yourself) through the dreamscape. An unwilling target must attempt a DC 16 Will save; if it succeeds, decrease your degree of success by one step.

Critical Success The target moves up to 30 feet in a horizontal direction of your choice.

Success The target moves up to 15 feet in a horizontal direction of your choice.

Critical Failure You lose control and move 15 feet in a random horizontal direction determined by the GM.

Creatures: The remaining Ichorwells and their boss, Shosodax, are attacking Arta and her team, who don't have a way to fight back. The raiders automatically shift their attention to the PCs. However, at the beginning of a raider's turn, if they haven't been attacked or harmed by the PCs since their last turn, they return to attacking Arta and the scientists. After two turns of attacks, they break the psychic shield; on the third turn of attacks (and each subsequent turn or attacks), they kill one of the remaining scientists, finishing with Arta.

Shosodax fights at range with their reaction breacher, using Raider's Assault each round, coupled with either Stride, Demoralize, or Take Cover. If cornered, they clear a path with their proboscis, focusing on a single PC. The raiders fight in melee with their proboscis, Siphoning Blood when they have a creature grabbed and Spewing Vomit if they can hit more than one PC in the spray. The Ichorwells fight to their death.

ADJUSTING DIFFICULTY

You can adjust the difficulty of encounter **B** by making the following changes.

Easier: Apply the weak adjustment (*Pathfinder Monster Core* 7) to Shosodax and the Ichorwell raiders.

Harder: Apply the elite adjustment (*Pathfinder Monster Core* 6) to Shosodax and add one Ichorwell raider.

SHOSODAX CREATURE 2

UNIQUE MEDIUM ABERRATION

Agender orocoran

Perception +8; darkvision

Languages Aklo, Common; telepathy 60 feet

Skills Acrobatics +11, Athletics +11, Computers +5, Intimidation +8, Occultism +5, Piloting +9, Stealth +9, Survival +8

Str +3, **Dex** +3, **Con** +2, **Int** +1, **Wis** +2, **Cha** +2

Items commercial armored coat, tactical reaction breacher with 15 projectile ammo

AC 17; **Fort** +6, **Ref** +11, **Will** +8

HP 42; **Immunities** confused; **Resistances** mental 5

Speed 25 feet

Melee ❖ proboscis +10, **Damage** 1d8+3 piercing plus 1 persistent bleed

Ranged ❖ projectile vomit +10 (range increment 30 feet), **Damage** 2d4 acid

Ranged ❖ reaction breacher +11 (concussive, expend 1, mag 2, magical, range increment 100 feet, reload 1, razing, tech), **Damage** 1d8 bludgeoning plus 1d8 mental

Occult Innate Spells DC 18; **2nd** *augury*; **Cantrips (1st)** *daze*

Psychic Resonance Shosodax has forged an intense psychic connection with their reaction breacher, channeling their hatred into every shot fired and wound inflicted. They deal an additional 1d8 mental damage with their reaction breacher (already included in damage) and their reaction breacher gains the magical trait.

Raider's Assault ❖❖ Shosodax makes two ranged Strikes with their reaction breacher, each at a different target, then Interacts to reload their reaction breacher.

ICHORWELL RAIDERS (2) CREATURE 0

UNCOMMON MEDIUM ABERRATION

Agender orocorans

Perception +5; darkvision

Languages Aklo, Common; telepathy 60 feet

Skills Acrobatics +5, Athletics +7, Stealth +5, Survival +4

Str +3, **Dex** +1, **Con** +2, **Int** –1, **Wis** +1, **Cha** +2

Items commercial freebooter armor

AC 15; **Fort** +8, **Ref** +3, **Will** +3

HP 20; **Immunities** confused; **Resistances** mental 2

Speed 25 feet

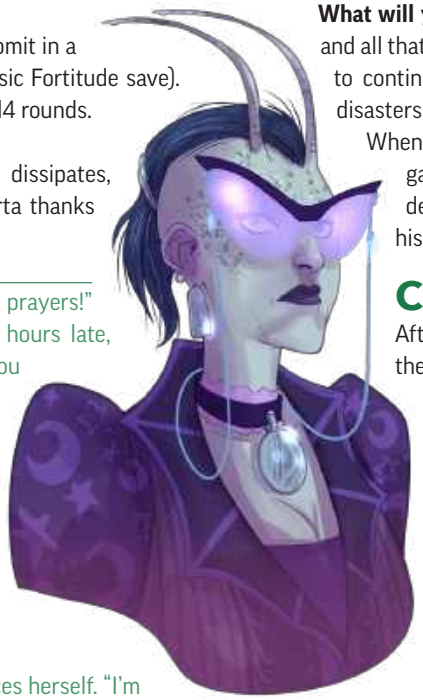
Melee ❖ proboscis +7 (grapple, reach 10 feet), **Damage** 1d6+3 piercing plus Grab
Ranged ❖ projectile vomit +5 (range increment 30 feet), **Damage** 2d4 acid
Occult Innate Spells DC 13; **2nd** *augury*; **Cantrips** (1st) *daze*
Siphon Blood ❖ (flourish) **Requirements** The Ichorwell raider has a creature grabbed; **Effect** The raider uses its proboscis to drink the blood of the grabbed creature, dealing 1d4 damage. A creature that has its blood drained by a raider is drained 1 until it receives healing of any kind or amount.
Spew Vomit ❖❖ (acid) The Ichorwell raider spews vomit in a 15-foot cone, dealing 2d6 acid damage (DC 16 basic Fortitude save). The Ichorwell raider can't Spew Vomit again for 1d4 rounds.

Development After the battle, the dreamscape dissipates, returning everyone to area **A10**. Back in the lab, Arta thanks the PCs for their efforts.

"Oh, thank goodness the Newborn answered my prayers!" Arta exclaims. "You arrived just in time! Or a few hours late, depending how you look at it, I suppose. But really, you could hardly be expected to arrive before I prayed for your arrival!"

Arta looks panicked and emotionally overwrought, but she straightens her coat and rearranges her hair, clearly trying to maintain an air of professionalism despite the grim situation. "Pardon the terrible state of the station. I assure you we usually maintain the strictest standards here at Dreamlink Laboratories."

With a flourish and a tilt of her head, she introduces herself. "I'm Arta, founder and head researcher of Dreamlink Labs, professor at the vaunted Arcanamirium, and devout worshipper of the Newborn. How can I help you?"



Arta

What happened? "Dreamlink Labs was attacked by orocoran raiders called the Ichorwells. They wanted to steal all our aucturnite. Orocorans used to eat it, you know, back when they lived on Aucturn. They drank it right out of the ground and called it ichor. It's addicting and terribly bad for your health. I would like to say I feel bad for them, but I find today's events have put a damper on my empathy. Anyway, they burst into the labs without even bothering to dock—tore right through the hull! Some of my colleagues attempted to hold them off while the rest of us grabbed a data drive containing our research and fled into a dreamscape. We didn't expect them to follow us in, of course."

What do you do here? "I believe the Newborn's essence, and therefore psychic thoughts and dreams, are imprinted on aucturnite at a molecular level. By cataloging and studying aucturnite, we hope to learn more about our god's intentions and will."

What was the dreamscape? "The dreamscape is a projection of the Newborn's thoughts. We created it from the aucturnite we've cataloged. It's not complete, of course—we don't have nearly enough aucturnite cataloged for that—but it's taking shape nicely! It's terribly exciting! I look forward to seeing how it evolves as more aucturnite is added to our molecular catalogue."

Why do you need the Starfinder Society's help? "I caught a glimpse of what I believe is a holy site important to the Newborn, perhaps even a temple, in the dreamscape. Once I get the dreamscape a little clearer, I'll be able to pinpoint the location. I'd like the Starfinder Society to help us explore it—in the real world, of course! While we here at Dreamlink Laboratories possess boundless enthusiasm, we admittedly lack the field experience to undertake what could be a dangerous mission alone. You'll help us, won't you?"

What will you do now? "Get back to work, of course. Needs must, and all that. We've friends to lay to rest, rooms to clean, and research to continue. The Newborn brought us here for a reason. A few disasters won't sway us from our course!"

When the PCs give Arta the sample Arvin sent with them, she gasps in surprise. "Oh, this is a magnificent sample! Thank dear Arvin for me, won't you? Dreamlink Laboratories is at his disposal!"

CONCLUSION

After the PCs speak with Arta, their mission is complete, and they can return to Absalom Station to report to Arvin.

If the PCs ask Arta for a tour of Dreamlink Laboratories or for information on the experiments and processes that occur here, she's happy to give them a tour of the entire space station, including the laboratories. Arta doesn't allow the PCs to make a recording of her, her researchers, or the laboratory—"for privacy and safety reasons"—although she does allow them to take photos and recordings of the rest of the Dreamlink Labs space station.

If the PCs ask Arta for her data or findings, she agrees to give them a data packet with a selection of information, but she refuses to give them all her research—it is property of Dreamlink Laboratories, of course, and Arta believes it has great value.

If Arta and her colleagues are killed by the orocoran raiders, the PCs can piece together what she learned thanks to notes they recover from Arta's data drive or by speaking further with Tadasi.

The trip back to Absalom Station through the Drift takes 1d6 days. They don't encounter any anomalies or strange structures on the return visit, although anyone who experienced hallucinations in the extraction lab finds their dreams plagued by disturbing sights and haunting cries.

Back at the Lorespire Complex, Arvin thanks the PCs for their hard work and apologizes for the unexpected complication. He promises to investigate the data they collected and asks each PC their opinion: should the Starfinder Society help Dreamlink Labs with their research? As a show of his appreciation, Arvin takes the PCs for dinner at a high-end restaurant called Perfexion located in the Eye of Absalom Station. The restaurant is known for its experimental cuisine and psychic chefs who deliver delicious meals the guests didn't even know they wanted.

Reporting Notes

If Arta survives, check box **A**. If Tadasi survives, check box **B**. If most of the PCs think the Starfinder Society should help Dreamlink Labs, check box **C**.

Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #: -27	GM Name:
Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)	☐ A ☐ B ☐ C ☐ D

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
Org Play #: -27	Level

Character Name:	☐ Dead?
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Character Name:	☐ Dead?
Org Play #: -27	Level

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Scenario #1-03
Disaster at Dreamlink Labs

Character Chronicle #

Character Name | Organized Play # | Character #

CREDITS	LEVEL	
	1	140 credits
	LEVEL	
	2	220 credits

Adventure Summary

You visited Dreamlink Labs to deliver a sample and learn about the facility, only to discover it was under attack by the Ichorwell raiders! After fighting off some raiders, you ☐ befriended the skittermander researcher Tadasi or ☐ discovered Tadasi's corpse. You activated a strange device and entered a dreamscape supposedly plucked from the mind of the Newborn. Within, you fought the rest of the Ichorwells and ☐ saved or ☐ failed to save the head of the facility, Arta, and her fellow scientists. You believe the Starfinder Society ☐ should or ☐ should not work with Dreamlink Labs again in the future.

Boons

Congratulations on completing the adventure! You've earned Starfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at **paizo.com** for special character boons! To redeem your Achievement Points, go to **paizo.com/organizedPlay/myAccount** and click on the Boons tab. Note that you must have created a **paizo.com** account and registered a character before you can begin making Achievement Point transactions.

Disaster at Dreamlink Labs (Boon): As thanks for saving the scientists at Dreamlink Labs from dangerous raiders, they offered to sell you a serum created from echoes of the Newborn's thoughts. This character gains access to dreamlink serum, allowing you to purchase it.

DREAMLINK SERUM **ITEM 2**

UNCOMMON | CONSUMABLE | SERUM

Price 50 credits
Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

A glossy purple syrup swirled with streaks of black and green. After drinking this serum, your mind drifts and latches onto psychic impressions from the Newborn, granting you esoteric knowledge and alien wisdom at the expense of your current awareness. You gain a +2 item bonus to Occultism and Religion checks for 10 minutes. Once during the duration, you can roll a check to Recall Knowledge twice and use the better result (this is a fortune effect); if you roll a 1 or a 20 twice using this fortune effect, you glimpse the silhouette of a mysterious figure in the corner of your eye and become frightened 1.

Notes

EXPERIENCE	
	Starting XP
+	XP Gained (GM ONLY)
=	Final XP Total

CREDITS	
	Starting Credits
+	Credits Gained (GM ONLY)
–	Credits Spent
=	Total

For GM Only

FOR GM ONLY

EVENT | EVENT CODE | DATE | GM Organized Play #

Chronicle Code: G9W8

For more information about the Starfinder Society Organized Play program, including how to use this Chronicle Sheet, visit **starfindersociety.club**